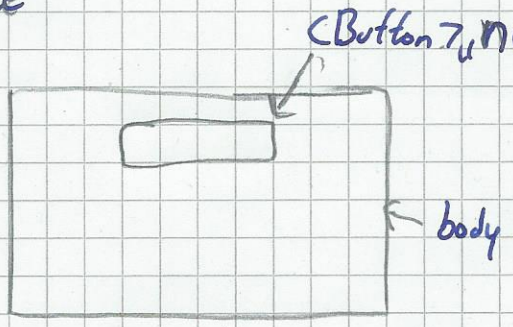
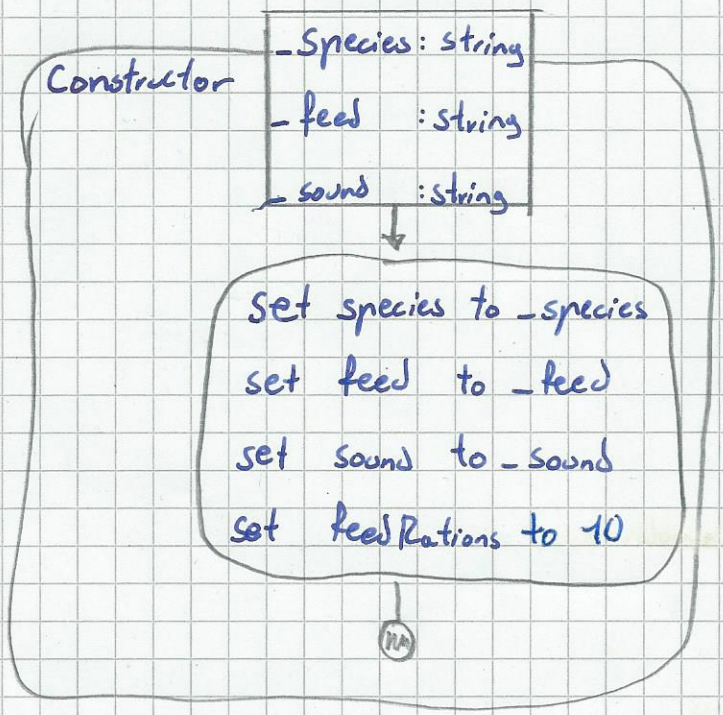
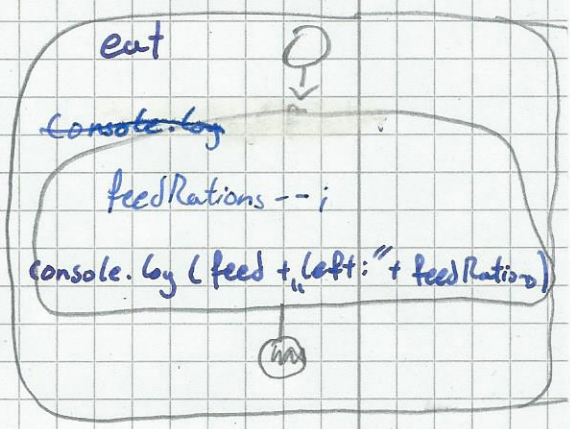
UI-Scribble

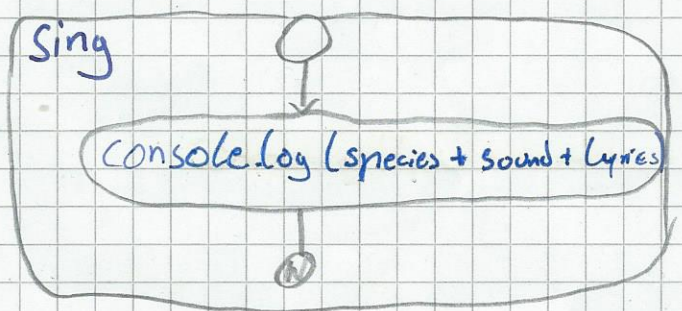


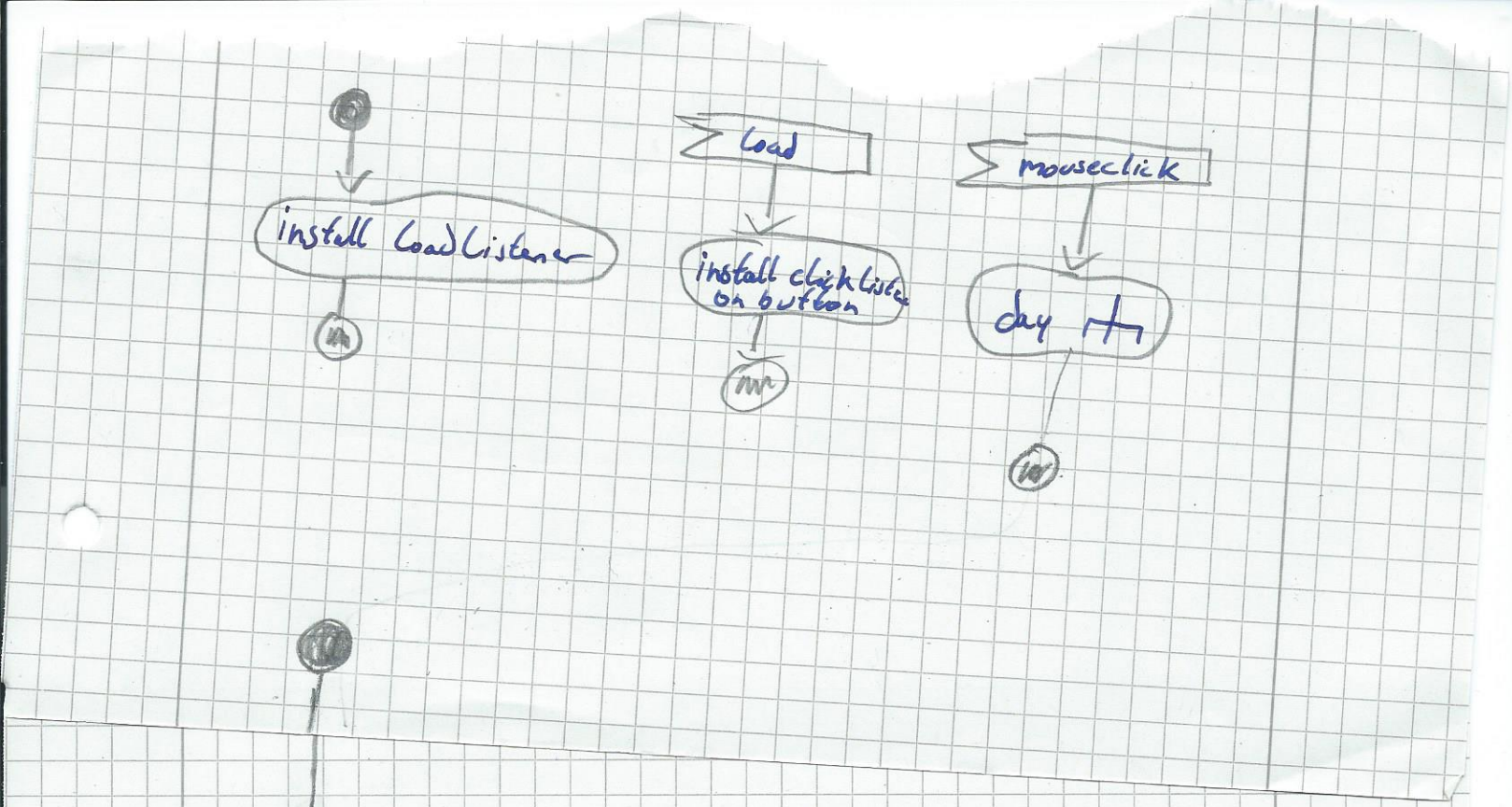
Use-Case

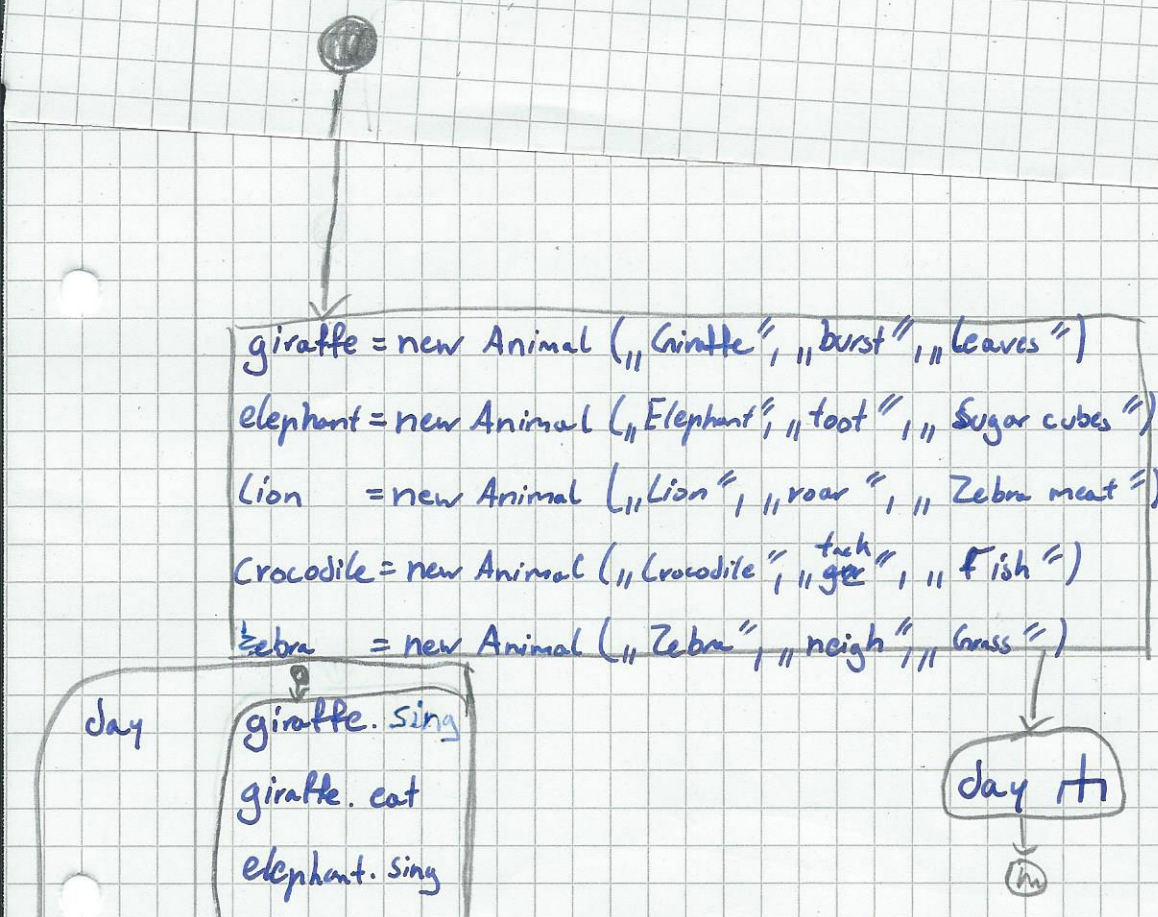
Animal
species : string feed : string sound : string feedRations: number
eat sing Constructor (_species, _feed, _sound)








load
mouseclick
install LoadListener
install clickListener on button
day


giraffe = new Animal ("Giraffe", "burst", "leaves")
elephant = new Animal ("Elephant", "toot", "Sugar cubes")
Lion = new Animal ("Lion", "roar", "Zebra meat")
Crocodile = new Animal ("Crocodile", "gnash", "fish")
Zebra = new Animal ("Zebra", "neigh", "Grass")
day
giraffe.sing
giraffe.eat
elephant.sing
elephant.eat
Lion.sing
Lion.eat
Crocodile.sing
Crocodile.eat
Zebra.sing
zebra.eat
day